

1 This listing of claims will replace all prior versions, and listings, of claims  
2 in the application:

3  
4 **Listing of Claims**

5  
6 Claim 1 (Original): A gaming system comprising:

7 a host that receives game controller data and determines quality of service  
8 (QOS) on the received game controller data, wherein transmission power  
9 management at the game controller is based on the QOS of the received game  
10 controller data; and

11 a game controller that transmits the game controller data to the host,  
12 receives host data from the host and determines QOS on the received host data,  
13 wherein reception power management at the game controller is based on the QOS  
14 of the received host data.

15  
16 Claim 2 (Original): The gaming system as recited in claim 1, wherein the  
17 host instructs the game controller to decrement transmission power at the game  
18 controller if the host determines that QOS on the received game controller data is  
19 acceptable.

20  
21 Claim 3 (Original): The gaming system as recited in claim 1, wherein the  
22 host instructs the game controller to increment transmission power at the game  
23 controller if the host determines that QOS on the received game controller data is  
24 not acceptable.  
25

1 Claim 4 (Original): The gaming system as recited in claim 1, wherein the  
2 game controller decrements receiver sensitivity at the game controller if the game  
3 controller determines that QOS on the received host data is acceptable.

4  
5 Claim 5 (Original): The gaming system as recited in claim 1, wherein the  
6 game controller increments receiver sensitivity at the game controller if the game  
7 controller determines that QOS on the received host data is not acceptable.

8  
9 Claim 6 (Original): The gaming system as recited in claim 1, wherein the  
10 host and game controller comprise wireless interfaces to establish a wireless link to  
11 transmit and receive the host data and game controller data.

12  
13 Claim 7 (Original): The gaming system as recited in claim 6, wherein the  
14 wireless interfaces are comprised of radio frequency (RF) wireless technology.

15  
16 Claim 8 (Original): The gaming system as recited in claim 1, wherein the  
17 QOS is based on error correcting using checksums on received data that includes  
18 one or more of the following: text data, data packet header data, and voice data.

19  
20 Claim 9 (Original): The gaming system as recited in claim 1, wherein the  
21 host comprises:

22 a processor; and

23 an interface to receive game controller data, coupled to the processor,  
24 wherein the processor determines if the game controller data has been correctly  
25 received.

1  
2 Claim 10 (Original): The gaming system as recited in claim 1, wherein the  
3 game controller comprises:

4 a processor;

5 an interface to receive host data, coupled to the processor, wherein the  
6 processor determines if the host data has been correctly received.  
7

8 Claim 11 (Original): The gaming system as recited in claim 1, wherein the  
9 host comprises one of a game console or a personal computer.  
10

11 Claim 12 (Original): A game controller that adjusts reception power based  
12 on quality of service (QOS) of received data from a host, and adjusts transmission  
13 power based on feedback from the host.  
14

15 Claim 13 (Original): The game controller as recited in claim 12, wherein the  
16 feedback from the host is based on QOS of data transmitted by the game controller  
17 and received by the host.  
18

19 Claim 14 (Original): A game controller as recited in claim 12, embodied as  
20 a general-purpose controller with one or more multi-function actuators.  
21

22 Claim 15 (Original): A host in a gaming system that determines QOS of  
23 data received from a game controller and provides feedback to the game controller  
24 to adjust transmission power at the game controller based on the QOS  
25 determination.

1  
2 Claim 16 (Original): A method to adjust communication power of a game  
3 controller comprising:

4 receiving data from a host;  
5 determining if data from the host is correctly received ; and  
6 changing receiver sensitivity based on the determining if data from the host  
7 is correctly received.

8  
9 Claim 17 (Original): The method as recited in claim 16, wherein the  
10 receiving is through a wireless link.

11  
12 Claim 18 (Original): The method as recited in claim 16, wherein the  
13 determining is based on at least one of the following data: text data, header data,  
14 error correcting data, and voice data.

15  
16 Claim 19 (Original): The method as recited in claim 16, wherein the  
17 changing decrements receiver sensitivity if the received data is determined to be  
18 not correct.

19  
20 Claim 20 (Original): The method of claim 16 further comprising changing  
21 transmission power based on feedback from the host.

22  
23 Claim 21 (Original): The method of claim 20 wherein the feedback is based  
24 on a determination by the host of whether data received from the game controller  
25 is correct.

1  
2 Claim 22 (Original): One or more computer-readable media comprising  
3 computer-executable instructions that, when executed, perform the method as  
4 recited in claim 16.

5  
6 Claim 23 (Original): A game controller that performs the method as recited  
7 in claim 16.

8  
9 Claim 24 (Original): A method to adjust communication power of a game  
10 controller comprising:

11 receiving data from the game controller;  
12 determining quality of service (QOS) of the received data from the game  
13 controller; and  
14 providing feedback regarding how to adjust transmission power to the game  
15 controller based on the QOS determination.

16  
17 Claim 25 (Currently amended): The method as recited in claim 24,  
18 wherein the receiving is performed through a wireless link between [[the]]a host  
19 and game controller.

20  
21 Claim 26 (Original): The method as recited in claim 24, wherein the  
22 determining is based on one or more of the following QOS metrics: text data,  
23 header data, error correcting data, and voice data.

1 Claim 27 (Original): The method as recited in claim 24, wherein the  
2 providing feedback instructs the game controller to decrement transmission power  
3 if QOS is determined to be acceptable and instructs the game controller to  
4 increment reception power if QOS is determined to be not acceptable.

5  
6 Claim 28 (Original): One or more computer-readable media comprising  
7 computer-executable instructions that, when executed, perform the method as  
8 recited in claim 24.

9  
10 Claim 29 (Original): A host that performs the method as recited in claim 24.

11  
12 Claim 30 (Original): For use with a gaming system, a storage medium  
13 having instructions that, when executed on the gaming system, causes the gaming  
14 system to perform acts comprising:

15 determining QOS of data communicated between a host and one or more  
16 game controllers;

17 adjusting receiver sensitivity in the game controllers based on QOS  
18 determination of host data received at each of the game controllers; and

19 adjusting transmission power in each of the game controllers based on QOS  
20 determination of game controller data received by the host from each of the game  
21 controllers.

22  
23 Claim 31 (Original): A storage medium as recited in claim 30, wherein the  
24 determining QOS is based on one or more of the following metrics: data received,  
25 error correcting on data received, header data, and voice data.

1  
2 Claim 32 (Original): A storage medium as recited in claim 30, wherein the  
3 determining QOS of data is performed on data that is communicated through  
4 wireless communication links between the host and game controllers.

5  
6 Claim 33 (Currently amended): A gaming system comprising:  
7 means for exchanging data between a host and a game controller;  
8 means for determining QOS of host data received by the game controller;  
9 means for determining QOS of game controller data received by the host;  
10 and  
11 means for changing communication power levels in a game controller,  
12 wherein transmission power is changed based on the QOS determination of the  
13 game controller data and receiver sensitivity is changed based on the QOS  
14 determination of the host data.

15  
16 Claim 34 (Original): The gaming system as recited in claim 33 wherein the  
17 means for exchanging data is performed through a wireless link.

18 A method comprising:  
19 maintaining associations between keywords and multimedia objects, the  
20 associations being weighted to indicate how relevant the keywords are to the  
21 multimedia objects;  
22 retrieving a set of one or more multimedia objects for presentation to a user;  
23 monitoring feedback from the user as to which of the multimedia objects  
24 are relevant; and  
25 adjusting the weights of the associations based on the user's feedback.